

Atari Age



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FILE VISITS MIDEAST AS ATARI GOODWILL AMBASSADOR. Being guest of honor at the Middle East Soccer Championships was the Afghan team of Pele's tour of Abu Dhabi. Bahraini Dabab and the UAE where he met with thousands of Atari fans.

Atari Excitement Spreads From the Frozen Alps to Heated Middle East Competition

Pac-Man Arrives in Europe ... on Skis!

After winning the hearts of millions of Americans, Pac-Man and his ghostly goblin friends packed up and headed for Europe. First stop was Zermatt, Switzerland, where Pac-Man made his entrance in a typically dishy style—sliding down the Alps!

After conquering the slopes, the Yellow Fellow was off on a whirlwind tour, zipping and zagging his way through Greece, Spain, Sweden, France, Italy, Germany, Holland, and the United Kingdom. From there he headed back to the U.S. but he'll return to Europe in September for a fantastic international Pac-Man contest! □



Mideast Report

Kuwait Couldn't Wait For DODGE'EM Championships

It was a hot Friday afternoon out on the sand at the beautiful Masmalah Beach Club—but the temperature outside was nothing compared to the heated competition going on indoors, as players of all ages tested their skill in the first official Atari contest in Kuwait.

The game was Dodge'Em, Game Variation #1. For 10 days before the competition, Atari units were set up at the club to let eager competitors practice their driving skills.

Finally, the big day arrived. Out of 333 contestants who showed through the first round at skill level 3, 39 made it with perfect scores. Then it was on to the championship round, at skill level A. The winner, Sultan Ragab Al Shu-



was packed up an impressive 983 points to walk away with the first prize—a color television, an Atari VCS, and five Game Program cartridges. □

"Atari Force" Arrives — Bonus Color DC Comics Included With Game Cartridges

Now, when you open specially marked Atari game cartridge boxes, you'll find a double helping of excitement—super video games and full-color DC comic books starring *Atari* superheroes.

The first cartridge to include a bonus comic book is *Defender*. This full-color 48-page adventure takes place in the year 2006. In some after action-packed scenes, we travel from the *Atari* Technology and Research Institute to Solar Satellite Station One, to the moon, on to a war-torn jungle, and back to the *Atari* Institute, where a mysterious figure has penetrated the supposedly unbeatable security system.

What's she up to? And how will the diverse characters we meet become the tightly knit *Atari Force*? The answers are found in the second comic

The *Atari Force*, led by Commander Martin Glasscock, changes role actors in a new series of DC Comics.

book, packaged with *Atari's* August release *Berzerk*.

A third comic will appear later in 1982 to accompany the exciting new



Star Raiders cartridge—and plans call for the *Atari Force* to continue battling against evil in 1983.

Sneak Peeks

Things are really jumping at *Atari* headquarters, with new projects happening everywhere you look. Here's a sampling of what we've learned about coming attractions.

Home Video Games

More New Video Games Added to '82 Schedule. When the year began, *Atari* announced an ambitious schedule—12 new VCS game cartridges by the end of the year. Now that plan has been revised to include 3 more cartridges—an astonishing total of 17 planned releases for 1982. Among the new additions are two games with innovative control capabilities—one using two joysticks at once to control the action, another using a joystick and a special additional

controller packaged with the *Game Program* cartridge.

Dig News for Electronic Athletes. *Atari* game programmers have gone into training to produce a great new lineup of sports cartridges. *RealSports*, with more detailed graphics and lifelike

sounds than ever before. Some are new versions of old favorites from the *Game Program* library—some are games never before seen on the electronic screen. Whether you're a locker, a spiker, a bunter or a punter there's good news coming from *Atari* in the months ahead.

Coin Video Games

You'll Dig Dug Dug. The folks who brought the world *Pac-Man* have created a brand new personality-packed coin video game which *Atari* has just started manufacturing and distributing.

It's called *Dug Dug*, which is also the name of the hero, a dauntless little miner who digs tunnels through the underground video display, creating a maze as he tunnels.



(Continued on P. 4)

You Deserve An Atari Break Today



The world's largest home video game manufacturer is teaming up with the world's largest restaurant chain to let folks "Taste the Thrill of Atari at McDonald's" with a spectacular nation-wide contest. From August 15 to October 15, McDonald's will be giving away over 12,000 Atari prizes—video game consoles and home computers worth over \$4 million—plus additional prizes of McDonald's food and drinks.

Participating McDonald's restaurants will distribute free game pieces with the purchase of large sandwiches or specialty items from their menu. Each game piece will be based on an Atari video game—Asteroids, Centipede, Missile Command, or Star Raiders—and have a series of rub off spots. If you can match food or Atari game pieces

without uncovering a "Zap" spot, you win. Details will be available at participating McDonald's.

Prizes will include approximately 10,000 Atari Video Computer System consoles, 1,500 Atari 400 and 800 Home Computers, and 200 full-size Cabaret model Centipede coin video games. For the grand prize, 50 deluxe home video packages will be given away each of which includes an Atari 5200

Advanced Video Entertainment System and cartridges, an Atari 800 Home Computer with a complete package of accessories, the tabletop Centipede coin video game, and a big-screen television.

Thanks to McDonald's and Atari, the old-fashioned TV Dinner is being replaced by an exciting Video Dinner that could make you a winner! □

New At The Clubhouse Store: Special Offers on Warlords and Game Center Organizer

The Club has so many exciting new items specially created for loyal Atari fans we've expanded the Clubhouse Store into a three-page special section beginning on page 14 of *Atari Age*.

Many of the items have been created exclusively for The Atari Club—a "TIMEX" watch with a handsome Atari design, unique Atari jewelry, and an unusual inflatable kite, for example are available only to Club members.

The Clubhouse Store also has special money-saving offers on cartridges, controllers, and accessories. To help members get in on the frantic four-player action of *Warlords* and five other Atari games, the Store is offering an extra set of paddle controllers—regularly sold for \$21.95—for only \$10 with the purchase of *Warlords* through the Club.

Another special offer features the brand new Home Game Center organizer. This convenient unit holds the console, controllers, 27 cartridges, and instruction books—the complete Atari VCS set neatly stored in a single good-

looking unit. As a special introductory offer, anyone who purchases a Home Game Center through the Clubhouse Store will receive an official Atari Club ring (shown on page 17) free of charge.

The fastest way to order is by phone—1-800-345-8800 is the toll-free number to call with credit card orders (PA residents can call 1-800-882-5180). There is also a handy mail order form in this issue of *Atari Age* on page 15. □

Snack Peeks (continued)

Dig Dug has two kinds of memorable enemies chasing him—Fygar, a fierce firebreathing dragon, along with Pokeys, who looks like a giant tomato wearing sunglasses. If either one catches our hero, he's done for.

Dig Dug also has a few tricks up his sleeve, though. He can tunnel beneath an underground boulder and bring it crashing down on his foe to earn big points. He also has a pump which he can use to pump up the bad guys until they explode.

Playing *Dig Dug* is a fast-moving, tension experience—and to add to the excitement, players can begin a new game at the same level they reached at the end of the previous game, challenging them to reach new heights of daring deep digging. □



The new Atari Game Center organizer holds our trophies, controllers, and console in one neat unit.

New Service System Speeds Atari Video Game Repairs

Most people use their Atari VCS for years without difficulties. However, for those occasions when problems do occur, Atari has set up a new two-part nationwide service system to make repairs as quick and reliable as possible.

The ATARI SERVICE Centers Factory Authorized Network will allow customers to bring their machines in for repair right in their own neighborhoods. There are now over 700 Atari-trained local service centers across the country, and this number is expected to reach 1,000 by the end of 1982. The ATARI SERVICE Centers offer fast service—according to Jon Ebbs, head of Consumer Products Service at Atari: "Turnaround time for local repairs is usually 24 to 48 hours."

Atari also has four Regional Service Centers, each covering a specific group of states. By calling the toll-free number of their regional center, Atari owners can explain any service problems and get directions to their nearest ATARI SERVICE Center for walk-in repair, or receive the proper address to send in their unit.



Western Region

Residents of AZ, CO, ID, MT, NV, NM, OR, UT, WA, and WY can call 1-800-538-1804 (CA residents call 1-800-678-1461), toll-free.

North Central Region

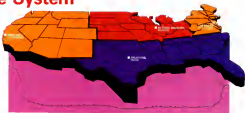
Residents of IN, IA, KA, KY, MI, MN, MO, NB, ND, OH, SD, and WI can call 1-800-323-4139 (IL residents call 1-800-943-2320), toll-free.

Southeastern Central Region

Residents of AL, AK, FL, GA, LA, MS, NC, OK, SC, and TN can call 1-800-433-6140 (TX residents call 1-800-772-5462), toll-free.

Northeastern Region

Residents of CT, DE, ME, MD, MA, NH, NY, PA, RI, VA, and WV can call 1-800-526-3904 toll-free (NJ residents call 1-800-943-7294).



Need Atari service? Just call the toll-free number of your Regional Service Center to get the address of your local ATARI SERVICE Factory Authorized representative.

EPROM Report

Each of the three new game cartridge releases this summer illustrates a different major trend in home video gaming.

The first *MATH GRAN PRIX*, is an educational cartridge which makes it fun for kids to learn arithmetic. People who don't play video games are sometimes amazed to find 5 year-olds playing with the Atari system. Most video gaming fans, though, know at least one little whiz kid who learned to play *Asteroids* before learning to tie his shoelaces. And for all those junior jocksters, *Math Gran Prix* is an exciting new kind of "educational television"—it's TV they control and participate in.



DEMONS TO DIAMONDS is one of the new generation of cartridges which take popular concepts from early video games and update them with more complex graphics, sound, and gameplay. In *Demons*, players shoot at rows of targets moving from side to side.

However, the new game features several new wrinkles—finely detailed animation as the arifing demons dance across the screen, movement in both directions at once, and the challenge of picking out only your own targets and avoiding your opponents in the fast-moving shooting gallery display. It's a real, sharpshooting test, and a great game for head-to-head competition.

The August release from Atari is the third major arcade game to appear in home cartridge version this year—*BERZERK*. The game puts the player in a maze full of hostile robots, led by what looks like one of those round smiling happy faces—but in reality, that's the sinister Earl Otto, the most ferocious exterminator in the maze.

Adapting coin video games to home cartridge versions is not the easiest job in the whole world. An arcade machine may offer 5 to 10 times the computer memory capacity of a home game cartridge. By reaching deep in their bag of technical tricks, though, Atari programmers have been turning out home video game adaptations which are remarkably close to the popular arcade versions—and *Berzerk* is another great adaptation. Changing mazes as your little man runs from room to room—the robots' voices roaring as they track you down—laser bullets firing and reaching their target—they're all just the way you'd find them at the arcade. But now, thanks to Atari, again, you can have *Berzerk*'s one-of-a-kind action at home.



Have you played WARLORDS today?

Defend king and castle in this electronic battle royal.

Four princely warlords appear, each with a castle protecting his corner of the territory, and fireballs and lightning balls to hurt at his opponents.

The battle begins! Contestants struggle to break through the enemy fortresses while shielding their own walls from attack. Each hit weakens the defensive armaments.

An opening! A carefully aimed shot ricochets off the far wall, penetrates the castle defenses and, with a blinding flash, the first Warlord vanishes. Only three left—on with the battle!

This is WARLORDS, an incredibly fast-moving game of skill, strategy and quick reflexes. It lets up to 4 players enjoy breakfast-breakout-style action at once—all you need are 3 friends and an extra set of paddle controllers.

The Warlords playfield includes four castles with walls which are destroyed, like the wall in Breakout. Players move their shields around the walls of the castle with their paddle controllers, protecting themselves from incoming shots and directing the ball toward their opponents. When the defensive wall has been chipped away and openings appear, a well-placed shot will hit the Warlord himself and eliminate him from the battle. It takes 5 victorious battles to win the war.

There are 33 Warlords game variations in all, including selections for—

BALL SPEED: Choose fireball (slower) or lightning ball (faster)

NUMBERS OF PLAYERS: One to four people can defend individual castles and there's a doubles variation which lets two players defend two castles each. Any castle not represented by a human player is defended by a VCS-controlled shield.

SHIELD PLAY: The ball will bounce off shields in Ricochet variations. In



Catch variations, players can catch the ball, aim it, then release it.

Warlords brings a smorgasbord of people who notice Atari action at once. It's guaranteed to bring any party to life with up to four players locked in furious head-to-head competition.

SKILLBUILDERS

Here are some tips for improving your Warlords playing performance, straight from Carla Meninsky, the Atari programmer who created the game.

- The ball will travel either straight side to side up or down, or at a 45° diagonal angle—there are no other possible paths. Knowing this, you can plan shots to rebound predictably, pool-table-style, off the side walls.

- Players facing each other top and bottom are more dangerous to each other than those placed side to side or crossways on the field. Therefore, position the best players facing each other top to bottom, to keep things even.

- It is much easier to destroy a VCS-

controlled opponent than a human one. This might lead you to concentrate your attack on your human opponents first, eliminating them from the game while your own defenses are strongest. However, remember the strategic importance of the computer's shield even after the Warlord it protected is destroyed. These shields continue to move along invisibly following the same patterns they used while they were visible. Hitting one of these invisible shields will deflect the ball—plan your shot well and it could be a terrific surprise to your remaining opponents! By eliminating a computer foe first, you create a powerful weapon for attacking human opponents.

Special Offer ... SAVE \$12

Get a second set of paddle controllers and get in on all the fun! 4-players action of WARLORDS, BREAKOUT, CASINO, STREET RACER, and VIDEO OLYMPICS.

Now club members can save over 54% on paddle controllers! Order WARLORDS today from The Atari Club and receive an extra set of paddle controllers—regularly sold for \$21.95—for just \$10.00!



BRAND NEW FROM ATARI—

BERZERK

ATARI
VIDEO COMPUTER SYSTEM™

BERZERK™



ORDER NOW
AUGUST
RELEASE

*All the thrilling arcade action
of BERZERK, now coming in a home video game cartridge.*

"INTRUDER ALERT!"

You are the intruder on Mason, a planet where pulse-pounding danger waits around every corner. You are trapped in a deadly maze, stalked by faceless robot guards programmed to eliminate you with their laser guns. They're powerful enemies!

You have a laser gun too—and a pair of legs to get you through that maze in a hurry. And you'd better

move fast—here comes Evil Otto, the orange happy-faced ruler of Mason. Don't let that smile fool you for a minute! Otto is the deadliest threat of all—and your laser blaster is powerless to stop him!

Created by Stern Electronics, BERZERK is one of the most popular coin video games ever. And now Atari game players can bring all the fast-moving fun of this arcade favorite onto the home screen with this extraordinary new Game Program cartridge.

One player

Twelve games
\$31.95

ORDER TODAY—CALL TOLL FREE 1-800-345-8600

(PA Residents Call 1-800-662-5180)

We Have All The Terrific ATARI Cartridges!

The Atari Club is the best place to find every Game Program cartridge Atari makes—both brand new and exciting titles. You'll find the complete Cartridge Checklist on page 119. List your choices on the Order Form, or call TOLL FREE 1-800-345-8600 (PA residents call 1-800-662-5180).



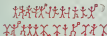
SPECIAL BONUS!
"ATARI FORCE"
DC Comic Book included
with BERZERK Cartridge

Codebreaker!

Secret codes hold the key to espionage, international intrigue—and sometimes even buried treasure! The solution to this puzzling 165-year-old secret message could be worth \$20 million to the successful codebreaker!

Sherlock Holmes spread the papers across the table and threw himself into hours of intense calculation. He puzzled over the mysterious dancing stick figures, "covering sheet after sheet of paper with figures and letters. Finally he spring from his chair with a cry of satisfaction, and walked up and down the room rubbing his hands together."

What secret had Holmes discovered in these seemingly innocent drawings?



He had deduced that the little men were actually figures in a code—each different stance representing another letter, and the little flags held by some indicating the end of a word. By cracking this ingenious code, the world's greatest detective unraveled the elusive secret of "The Adventure of the Dancing Men" and brought a sinister murderer to justice.

The world of codes is a fascinating area of mystery and intrigue. For thousands of years, men have tried to hide their darkest secrets by creating devious codes to disguise their communications. But as Holmes so wisely remarks, "What one man can invent another can discover." It is the mission of the codebreaker, or cryptanalyst, to decipher secret messages, bringing carefully hidden plans and actions to light—often with dramatic results.

The Zimmerman Telegram

Codebreaking has changed the course of history many times. In fact, a skilled team of British codebreakers played a decisive role in U.S. history, when a secret message they decoded drove

the reluctant Americans into World War I.

It was early in 1917—Europe had been at war for three years, but the Americas people did not want to get involved in the fighting.

Then British Intelligence discovered a cable sent by Alfred Zimmerman, Germany's foreign minister, to the German Ambassador in the U.S. The cable was written in a top-secret German diplomatic code—but it was a code the British had partially cracked during six months of painstaking labor. Now they worked around the clock, and finally succeeded in deciphering the entire cable. The message they had uncovered was a bombshell!

In the cable, Zimmerman instructed his ambassador to offer the Mexican government a deal. If the U.S. entered the war, Germany wanted to arrange a military alliance with Mexico. Mexico would fight against the U.S. In return, the Germans would give Texas, New Mexico, and Arizona to Mexico when the war ended.

The British passed this explosive document on to the U.S. government and waited for the reaction. They didn't have long to wait!

On March 1, 1917, the "secret" German message was published in newspapers across the country—and the public was furious. By April 2, President Wilson asked the Congress for a formal declaration of war against the Imperial German Government. "The Yanks were coming!"—thanks to British codebreaking ingenuity.

A Meeting in Casablanca

Coded messages which fall into the wrong hands—like the Zimmerman Telegram—can defeat the plans of foreign agents. Sometimes, though, a message which gets into the right hands can still go wrong.

Take the story of a Nazi spy in Spain during World War II. He had discovered that Roosevelt and Churchill were planning a secret meeting in Casablanca. This was vital information—the Allied leaders would be vulnerable to German attack at this North African meeting place!

The spy sent an urgent coded message to Nazi headquarters in Berlin.



However, when the Nazis deciphered the message, they made a crucial error in translating it from Spanish to German. Instead of reading "Casablanca" as the name of a North African city, they took it to be two Spanish words—"casa" meaning "house" and "blanco" meaning "white." They assumed the meeting was going to occur at the White House—but they certainly couldn't attack the Allied leaders in Washington, DC. What was all the excitement about?

Roosevelt and Churchill were saved through a happy accident.

The Coded Key To a \$20 Million Treasure

One of the most intriguing of history's unbroken codes is now nearly 166 years old and still unsolved, despite fervent efforts by generations of expert codebreakers. The reason for their interest is easy to understand—the code holds the key to a buried treasure worth \$20 million! And when you learn the story of this unfound fortune, you may want to join these treasure-hunting cryptanalysts yourself!

The mystery begins in 1817 and the man at the heart of it is Thomas Jefferson Beale, who left his Virginia home with a party of men to hunt wild animals in the West.

What they found on their expedition was gold—an enormous deposit about 250 miles north of Santa Fe. The party spent 18 months digging, then returned to Virginia to conceal their newfound wealth. Beale left a locked iron box with a trusted friend, an innkeeper named Robert Morris, and left once more for the West. Morris received a single letter from Beale two months later, posted from St. Louis, telling the innkeeper that the box contained papers which would be "unintelligible without the aid of a key." The key, Beale continued, had been left with a friend in St. Louis, and was to be delivered to Morris in time.

Beale then disappeared—he was never seen or heard from again, and the promised "key" never arrived. Morris waited faithfully for 20 years before opening the sealed box. In it he found three sets of numbers, which turned out to be coded messages. Without the "key" to the code which Beale had promised, though, Morris could not make sense out of the garbled figures.

Morris held on to the three coded messages for nearly two decades before turning them over to James Ward, a wealthy gentleman who devoted months to ungleamed efforts at decy-

phering Beale's message. Finally, he broke the code for Cipher Number Two—and what a story it told!

"I have deposited in the County of Bedford about four miles from Bedford," Beale had written, "the following articles belonging jointly to the parties whose names are given in number three herewith. The first deposit consisted of ten hundred and fourteen pounds of gold and thirty eight hundred and twelve pounds of silver deposited Nov. eighteen nineteen. The second was made Dec. eighteen twenty one and consisted of nineteen hundred and seven pounds of gold and eighty eight of silver, also jewels obtained in St. Louis in exchange to save transportation and valued at thirteen hundred dollars. Paper number one describes the exact locality of the vault so that no difficulty will be had in finding it."

"No difficulty" indeed—if the key to the code was known! Beale's coding method was deviously simple, yet virtually uncrackable by standard code-breaking means. The code used to encipher Message Number Two, which Ward had successfully decoded, was based on the Declaration of Independence. Beale had numbered each word of the Declaration, then "spelled out" his secret message by writing down, one letter at a time, the number corresponding to one of the words in

the Declaration which began with the letter he needed.

How do you break a code constructed in this way? It isn't simply a matter of finding out which number corresponds to each letter in the solution—several different words in the key document will begin with the same letter, and Beale could choose the number of any one of these to substitute for each letter in the coded message. There is virtually no way to break the code without learning the identity of the "key" document. Once that key is found, the message unfolds easily—and reveals the location of a treasure worth \$20 million based on modern prices!

So far, no one has cracked the perplexing Message Number One—but not for lack of trying. Cryptanalytical experts, computer scientists, even top codebreakers from the CIA and the National Security Agency have taken a crack at it, along with dozens of amateur sleuths—but still Beale's secret remains. As you can see from the decoding of Message Number Two, the code itself is probably not all that difficult—once you find Beale's mysterious key!

Thank you can figure it out? We've reprinted the complete text of Beale's first cipher at the top of page 12. A little skill, a little luck, and you could become the wealthiest codebreaker of all time!



the Clubhouse Store

Welcome to your store . . .

If you're an Atari fan, you've come to the right place! The Clubhouse Store has all the terrific Atari game cartridges and accessories (see the checklist on page 18) — and lots more! We've got things to wear—to play with—to hang in your room or bring to the beach. And it's all easy to order—just send in the order form on page 15 of Atari Age, or call us TOLL FREE at 1-800-345-8600 with your credit card order. (PA residents call 1-800-882-6180.)

I LOVE ARCADE

Tell the world that your heart belongs to Atari with this beautiful jewelry. Shown here: gold electroplate with a bright red enamel heartburst in the middle. Just add \$10 plus expedite fee if



Resinware: Shown here: actual size. Complete with an 18-inch 14K gold electroplate chain.
Item Code: A14 \$14.50



Plat: Shown here: actual size.
Item Code: A12 \$14.50

Available only from The Atari Club!

It's Atari Time!

Brand new and available only through the Clubhouse Store: a sharp-looking TIMES digital watch with the Atari logo and logo proudly displayed. This rugged sport styled watch gives you the time, day, and date with no buttons to push—just an ultra-modern constant bar on the front for easy setting.

Item Code: A17 \$14.95

Available only from The Atari Club!



Placemat Savings: The Atari logo in 14K gold electroplate with a light blue pen and stainless steel clips. Shown here: actual size.

Item Code: A20 \$10.95

Available only from The Atari Club!



Super Sports Wallet!

A lightweight, extra wallet specially designed for sports-minded Atari players. Its machine washable with a velcro® flap to keep it securely closed, and a special holders pocket for coins. A very practical way to snail your cash.

Item Code: A26 (Dark) \$10.95

Item Code: A27 (Burgundy) \$10.95

Available only from The Atari Club!



No Sweat! Born to play, not your heart out! These off color Atari headbands and wristbands are for Atari Club members only! Perfect for tennis, jogging, bicycling, basketball—you name it, you'll look like a winner with this attractive getting gear. Set includes one headband and a pair of wristbands, all with Atari name and logo.

Item Code: A24 \$3.95

Available only from The Atari Club!

Tops in Atari Attire. Forget those olivine shirts—here's a classic 3 button short polo shirt with the Atari name and logo proudly displayed. With French knot collar, beamed cuffs and waist, is comfortable any time, outdoors or indoors. Touch sizes S, M & L. Adult sizes S, M & XL. Available in light blue only.

Item Code: A46 \$19.95

Available only from The Atari Club!



Go Fly a Kite! The most unusual kite we've ever seen—and we have it with a special high flying Atari design! This patented, aerodynamically designed kite does not require helium to inflate—it's the shape and structure that give it superior lift and stability. Comes complete with 300 feet of string—ready to fly!

Item Code: A22 \$5.95

Available only from The Atari Club!

T-Shirts for Hot Shots. Attention all Asteroids and Missile Command fans—here are the shirts you need to look as sharp as you shoot. Dynamic designs in full eye-catching color on quality 50% cotton, 50% polyester T-shirts. Children's sizes S (5-6), M (10-12), L (14-16). Adult sizes S, M & XL. Choose blue, yellow or red in all sizes.

Please specify item code, style, color, and size when ordering!

Asteroids	Youth Item Code A13	\$6.95
	Adult Item Code A14	\$6.95
Missile Command	Youth Item Code A15	\$6.95
	Adult Item Code A16	\$6.95

Toy Chief! Take to play your Atari game strategy on the floor, or in bed? Here's the perfect play tray for you! The Atari VCS console fits perfectly on this sturdy tray, with folding legs and an unbreakable design—the authentic Pac-Man coin video game reproduced in full color.

Item Code: A27 \$9.95



Magnificent! Perfect for soup or soda, appears the Official Atari Club thermal soup bowl. 10 ounces of your favorite beverage—and keeps it at the right temperature for quick gulps between games.

Item Code: A35 (Single Mug) \$3.95
Item Code: A36 (Set of 4 mugs) \$11.95

Available only from The Atari Club!



Rocke It! On your car bumper, backfender, your outboard, your little water—wherever you want to make your mark with bright signage and brighter colors. A set of six stick stickers in all—and they all have special removable backing so you can change stickers with ease.

Item Code: A32 (Set of six) \$3.95

Available only from The Atari Club!



Keys to Success. Carry your keys with class—showcase your favorite video game on keys. It's a sophisticated corporate device on a macadamian background.

Item	Item Code	AS3	\$2.50
Pac-Man	Item Code	AS4	\$2.50
Invader	Item Code	AS5	\$2.50

Save-Playing Diner. For 2 have hours of pleasure fun with the official Atari Frisbee®. It's a genuine Wilson G. Frisbee—the hottest flying disc flying star date in.

Item Code: A23 \$2.50

Available only from The Atari Club!



Get Organized! Store Atari's official Game Center that holds the game console, controllers and cartridges in one neat slot. Pick up the dust cover—you game is ready to play. 11 cartridges with manuals fit on the bottom. Save place and find everything quickly.

Item Code: A28 \$23.95

SPECIAL OFFER: Order your Atari Game Center from the Clubhouse Store, and get your official Atari Club mug absolutely FREE!



Put On Your Atari! Bring the new Atari Age home with this instantly colored 60 pp. 36 inch poster. Features artwork from 12 Atari Projector video games and the official Atari Age logo.

Item Code: A32 \$5.95

Available only from The Atari Club!

Be the Beach! Show them all you're an Atari Age! A top beachball 30 by 60 inch diameter, vibrant beach tones.

Item Code: A31 \$7.50

Available only from The Atari Club!

Chill Your Pico, Bigger Your Fun! With this top brand Atari® 6000 bag, you'll have access to every of your athletic gear—whether sports or weekend style sports or out for an electronic workout. The really remarkable carry all comes in practical, micro-ventilated canvas.

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This Jacket Is Not For Sale to the Public! Atari created the video clothing style jacket in a special offer for those who buy new VCS sets during May, June, and July. No one else can buy one—except for members of The Atari Club! We've arranged to make these jackets available to Club members only through the Clubhouse Store—and what better jacket than our Flyby brand new style—also at same price—with matching Atari patches attached to the front.

Each size: S, M, L, XL, Adult sizes: S, M, L, XL.
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SCREEN SCRAMBLE SOLUTION

Inside Your Atari VCS (continued)

reads the information contained in the Game Program cartridge to learn the rules of the game. It compares these rules with the information supplied by the VIC-II about switch settings and joystick activity. Based on this combination of data, it determines the position of up to six different elements at once—the computer labels these functions as Player 1, Player 2, Missile 1, Missile 2, Ball, and Playfield.

Of course, each of these elements takes on a different shape and function in each Atari game. In *Combat*, for example, Players 1 and 2 are the individual tanks or planes; Missiles 1 and 2 are their shots; and the maze used in several variations is controlled by the playfield function. In *Pac-Man*, on the other hand, *Pac-Man* himself is Player 1 and all four ghosts are controlled by the Player 2 function. That's why the ghosts seem to flicker—they actually are not all on the screen at the same time! The computer can only create one at a time, so it alternates first displaying one, then another, then another, then the fourth, all at that fast 60 images per second rate. At that speed, our eyes see them all at once, but the image appears to flicker. That's okay, though—we all know that ghosts are flickering, eh?—when things

The third integrated circuit used in the VCS is called the TIA (Television Interface Adapter). This is Atari's "top secret" component, designed exclusively for use in the VCS to create the unit's dramatic sound and graphics based on the electronic instructions provided by the microprocessor. The electronic circuitry in the TIA is equivalent to 10,000 individual transistors, yet it is small enough to fit comfortably on the face of a dime.

One last interesting tidbit about the TIA is the fact that it can actually create not one sound at a time, but two. Many of the extraordinary game sounds we enjoy are actually combinations of two different sounds produced simultaneously. A "bang" and a distorted "fizz" sound, when played together, reach our ears as a convincingly thunderous exploding missile, while the sound of cheering after a goal in *Pele's Soccer* imitates a roaring crowd by neatly combining a rising and falling tone with a steady "hoo" to produce a dramatic sound effect.



Cartridge Checklist

How many of these Atari Game Program cartridges and accessories do you have in your collection?

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<input type="checkbox"/> Basketball C06	\$22.95
<input type="checkbox"/> Bowling C03	\$22.95
<input type="checkbox"/> Football C13	13.95
<input type="checkbox"/> Golf C11	\$22.95
<input type="checkbox"/> Hosen Ruck™ C20	13.95
<input type="checkbox"/> Pele's Soccer™ C28	30.95
<input type="checkbox"/> Video Olympics™ C30	\$22.95

ADVENTURE TERRITORY

<input type="checkbox"/> Adventure C01	31.95
<input type="checkbox"/> Hrazed House C40	28.95
<input type="checkbox"/> Superman™ C26	31.95

RACE TRACK

<input type="checkbox"/> Dodge 'Em™ C16	22.95
<input type="checkbox"/> Indy 500 C23	39.95
<input type="checkbox"/> Night Driver™ C25	29.95
<input type="checkbox"/> Star Racers™ C30	22.95
<input type="checkbox"/> Street Racer™ C24	12.95

SPACE STATION

<input type="checkbox"/> Asteroids™ C21	37.95
<input type="checkbox"/> Asterix™ C28	31.95
<input type="checkbox"/> Detroid™ C26	31.95
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<input type="checkbox"/> Space Invaders™ C21	31.95
<input type="checkbox"/> Space War C02	13.95
<input type="checkbox"/> Your Invasion™ C45	31.95

COMBAT ZONE

<input type="checkbox"/> Air Sea Battle™ C25	22.95
<input type="checkbox"/> Canyon Bomber™ C10	22.95
<input type="checkbox"/> Combat C14	22.95
<input type="checkbox"/> Outlaw™ C23	22.95
<input type="checkbox"/> Survival™ C10	13.95
<input type="checkbox"/> Warlock™ C21	31.95

SKILL GALLERY

<input type="checkbox"/> Breakout™ C09	22.95
<input type="checkbox"/> Super Breakout™ C21	31.95
<input type="checkbox"/> Circus AT&T™ C12	22.95
<input type="checkbox"/> Demons To Disappear™ C40	22.95
<input type="checkbox"/> Raman Catchball C21	22.95
<input type="checkbox"/> Maze Game™ C21	22.95

SKILL GALLERY (continued)

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<input type="checkbox"/> 9-D The Ten Ten C26	22.95
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<input type="checkbox"/> Codebreaker™ C13	22.95
<input type="checkbox"/> A Game of Concentration C15	22.95
<input type="checkbox"/> Hangman C18	22.95
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ACCESSORIES

<input type="checkbox"/> AC Adapter A21	9.95
<input type="checkbox"/> Driving Controller (Pret) A25	21.95
<input type="checkbox"/> Joystick Controller (Single) A20	15.95
<input type="checkbox"/> Keyboard Controller (Pret) A24	21.95
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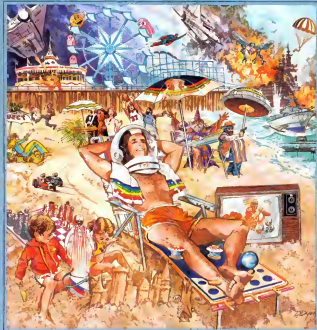
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See Shore Puzzle

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The seaside has been invaded by characters and objects from 23 different Atari games—how many of them can you identify?

Answers in the next issue of ATARI AGE

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